

WARHAMMER

EPIC 40,000

ADNEZZAR'S BLOOD REAVERS



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ADNEZZAR'S BLOOD REAVERS

"A great storm of darkness will descend upon Baliaris Maior. A tide of destruction will sweep from the Citadels of the Great Ones and purge the naive usurpers who serve the Lost Emperor. The Blood Reavers will come, with death and misery as their companions. The faithful will rise from their hiding places to avenge the persecutions heaped upon them. The despair of the unbelievers will bring forth the immortal minions of the Dark Masters. Great will be the slaughter, most pleasing will be the malaise of death, triumphant will be the forces of Chaos!"

Constanze the Prophetess, burned as Heretic 6875356.M38

Adnezzar's Blood Reavers were a large force of Chaos Raiders who broke through the Imperium's cordon around the Eye of Terror in the 38th millennium. Four worlds were devastated by Adnezzar's horde before it was finally halted on Baliaris Maior by Space Marines from the Black Consuls Chapter. The Chaos Space Marines under Adnezzar's command were reinforced by Chaos followers from the secret Cult of Octavius, which held sway over the scattered villages found throughout Baliaris Maior's mountainous region. A Sorcerer of Tzeentch, Chabal Akra of the Thousand Sons, opened a great rift in space from which poured hideous daemons of all the Chaos Gods. Although momentarily thrown back by this surprise assault, the Black Consuls fought back ferociously, relying upon their superiority of armoured vehicles to pound the Chaos host as it approached. A small force of Chaos Marines dedicated to Khorne managed to smash through the armoured line of the Black Consuls, breaking free to rampage through the town of Turicum, perpetrating a massacre of thousands of unarmed Imperial citizens before the Emperor's Space Marines could divert the forces to stop the carnage.

While the Cultists of Octavius threw themselves at the Space Marines in a suicidal attack, Adnezzar advanced steadily across the foothills, concentrating the firepower of his force on the Black Consuls' tanks and transports. Utilising what cover they could, the Chaos Space Marines managed to eliminate many of the Predators and Land Raiders that were holding against them. With their heavy support destroyed, the Black Consuls prepared to face the assault of the Blood

Reavers. They took up position in the ruins of a farming complex, and awaited the Chaos charge. Adnezzar himself led the assault, but as his followers stormed over the stone walls of the farmstead, the Black Consuls fell back. Momentarily bemused, the Chaos followers slowed in their onslaught. Ahead of them, a squadron of Vindicator tanks rumbled out of the large barns they had been concealed within and opened fire. In one devastating salvo of huge demolisher shells, Adnezzar and most of his Chaos Space Marines were slain. The Black Consuls followed up with a rapid attack, hacking down the few survivors with righteous fury.

Adnezzar's Blood Reavers had been halted, but not before hundreds of thousands of lives had been lost, not to mention a considerable amount of the Black Consuls' armoured might.

THE DETACHMENTS

Adnezzar's Blood Reavers is chosen from the Chaos Black Crusades army list. The army is based around Chaos Space Marines, supported by a few armoured vehicles, and detachments of Daemons and Cultists.

THE CORPSEBRINGERS

The mainstay of the Blood Reavers is Adnezzar's personal retinue of Chaos Space Marines from the Black Legion. They possess the bulk of the force's firepower and provide supporting fire while the rest of the Chaos army moves in to crush the enemy in assault. The Corpsebringers have Rhinos and a Land Raider to carry across them across the battlefield, allowing them to take a good position from which to pour fire onto the enemy, backed up by the guns of Predator battle tanks. The Corpsebringers are selected from the Chaos Space Marine Detachment list.

Command

The Corpsebringers are led by Adnezzar, a Chaos Lord, who costs 50 points (25 points basic plus 25 points for



being the detachment commander). Adnezzar goes to battle with a mighty Land Raider, which costs an additional 35 points, bringing the total cost to 85 so far.

To provide some psychic support, Adnezzar has been joined by one of the mysterious Sorcerers of the Thousand Sons. Quite why Chabal Akra lent his aid to the Chaos Lord will never be known, but it was quite likely to be in response to some arcane and twisted plan of his Chaos God, Tzeentch. A Tzeentch Sorcerer costs 35 points, and as Adnezzar's Land Raider can carry two units, there is no need to buy him a separate transport vehicle. This means the detachment's points cost for its Command totals 120 points.

Main Force

The Main Force of the Corpsebringers consists of 5 Chaos Space Marines units, costing 15 points each, which can be divided into squads consisting of one or two units. Three Chaos Space Marine units are split into two squads (one of two units, one with a single unit). Both squads also have a Rhino transport (+7 points per squad), which makes one squad 22 points and the other 37 points. The other two units are upgraded to Noise Marines with the heavy weapons and stubborn special rules, which costs an additional 12 points (6 points per unit). The Noise Marines are also mounted in a Rhino troop carrier for an extra 7 points, making them 49 points. In total, the Main Force units costs $22+37+49=108$ points.

Support

As the Corpsebringers have 3 Main Force units, they can have up to 3 Support units. All three choices are taken as Chaos Space Marine Predators, costing 27 points each, for a total Support points cost of 81 points.

Other Information

The Corpsebringers detachment costs $120+108+81=309$ points in total. To find out the morale value of the Corpsebringers we divide their total points value by 50 (rounding up) – $309/50=7$, so the Chaos army will lose 7 from its Army Morale if the Corpsebringers are reduced to half strength. To calculate the half strength of the detachment, divide the total number of units in the detachment by two (rounding up). The Corpsebringers have 14 units (Chaos Lord, Sorcerer, Land Raider, 5 Chaos Marines, 3 Rhinos and 3 Predators), which means they are reduce to half strength if they lose 7 or more

units. One final detail to work out is the Corpsebringers' Reserve Speed - the lowest Speed value of all the units. Since all the infantry can be carried in transports, the lowest vehicle's Speed is used, in this case the Land Raider's speed of 20cm.

THE DOOMSWORDS

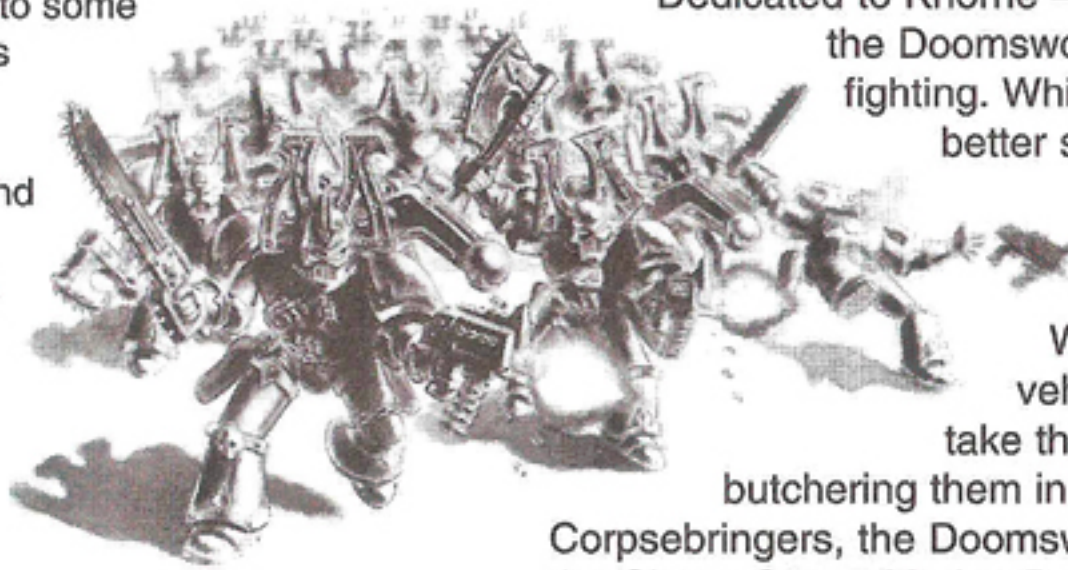
Dedicated to Khorne – the Chaos God of War – the Doomswords excel at close quarter fighting. While the Corpsebringers are better staying back and shooting at the enemy, the Doomswords are a magnificent assault unit. With their transport vehicles, they are able to take the fight to the enemy, butchering them in close combat. Like the Corpsebringers, the Doomswords are chosen using the Chaos Space Marine Detachment list.

Command

The Doomswords are led by a Chaos Lord, Baldus Maim, who roars across the battlefield in the back of a Rhino (total 57 points). As this detachment consists of followers of Khorne, I thought it was inappropriate for them to include a Sorcerer of Tzeentch – Khorne despises all magic as cowardly trickery, and his followers would never accompany such a spellcaster!

Main Force

The Doomswords Main Force consists of two elements. The first of these are the Chaos Space Marine Terminator squads. Each squad consists of one unit of Chaos Space Marine Terminators which cost 18 points each. Both squads have been upgraded to Khorne Berzerkers (gives them the assault and rampage special rules) for an extra 3 points per unit. One unit is given a Land Raider as transport vehicle, although in battle it will be able to carry both squads. This makes one Chaos Terminator squad 21 points and the other 56 points. The rest of the Main Force comprises two squads of Chaos Space Marines, each of one unit. Like the Terminators, these have been upgraded to Khorne Berzerkers (although for normal Chaos Space Marines this only costs +2 points per unit). To make sure the detachment is mobile enough to get into a position to assault, the Berzerker squads are each given a Rhino transport for +7 points. This means the Main Force choices cost $21+56+24+24=125$ points altogether.



Support

The Doomswords have no support troops, keeping them as a compact, hard-hitting detachment that can navigate through terrain without too much difficulty.

Other Information

The Bloodswords detachment costs $125+57=182$ points in total. This divided by 50 equals 4, so the Bloodswords are worth 4 morale points if reduced to half strength. The Doomswords have 9 units (Chaos Lord, 2 Chaos Terminators, Land Raider, 2 Chaos Marines and 3 Rhinos), which means they are at half strength when they lose 5 or more units. Like the Corpsebringers, the lowest Speed value of the detachment is the Land Raider's speed of 20cm, which is entered into the space for the Reserve Speed.



HARBINGERS OF ANARCHY AND DREAD SERVANTS

Brought across the ethereal void between realities, the Daemons of these detachments have come to

prey upon the flesh and souls of the living. Daemons are another troop type which are good in assaults – in fact they have no ranged attacks at all! Due to the enmity between their Patron Gods, daemons of Tzeentch cannot be fielded alongside daemons of Khorne, and daemons of Slaanesh will not fight with daemons of Slaanesh. This means I need to pick two detachments to use all the Daemon models available. The Daemon Detachment list was used to pick the Harbingers of Anarchy and Dread Servants.

Command

Daemons have no dedicated commanders, instead you must nominate one of the units in the detachment to be in charge. According to the chain of command for daemon detachments, this must be a Greater Daemon if you have any, but since there are none in this army I can freely nominate which of the Daemon units will be in command. This costs 25 points for each detachment.

Daemons

There are six units of Daemons in the Harbingers of Anarchy, split into 2 different packs. Each pack contains the Daemons of a specific Chaos God. The first pack is Khorne Daemons. I have two units of Bloodletters (11 points each) and 2 units of Flesh Hounds (16 points each), which cost 54 points. The two units of Plaguebearers make up a Nurgle Daemon Pack that costs a total of 30 points.

The Dread Servants have two Daemon packs, one of Slaanesh and one of Tzeentch. The Tzeentch Daemon pack consists of two units of Flamers at a cost of 14 points each, totalling 28 points. The Daemonettes of Slaanesh cost 15 points each, which adds 30 to the detachment's total cost.

In total, the Harbingers of Anarchy cost $25+54+30=109$ points, while the Dread Servants are $25+28+30=83$ points.

Other Information

The morale value of the Harbingers of Anarchy is 3 ($109/50$ rounding up), while they will be reduced to half strength once they have lost 3 units. As they have no transport, the daemons have a reserve Speed of 15cm, although on the battlefield the Flesh Hounds (Cavalry) can move faster than this.

The Dread Servants have a morale value of 2 ($83/50$), a half strength value of 2 and a reserve speed of 15cm.

CULT OF OCTAVIUS

The final detachment represents the rag-tag hordes who adhered to the heretical Cult of Octavius. These cultists have been joined by Beastmen who they have been sheltering in the desolate mountains away from the prying eyes of the Emperor's servants. Cultists are pretty much 'throw away' troops so there isn't much point giving them many upgrades – their job is to distract the enemy, lend support in firefights and generally harass the opposing army while your main units deal out the serious damage. The Cult of Octavius uses the Chaos Cultists Detachment list.

Command

I have four units of Chaos Cultists to use. One of these must be used as the Cult's Coven, for 32 points, and I bolster their abilities a little by including a Demagogue (makes the unit a Hero for +8 points). The Cult's Command costs a total of 40 points.

Main Force

The Main Force of the Cult consists of one squad of 3 Cultists units (7 points each, 21 points in total) and one Beastmen squad of 4 units (5 points each, 20 points total). I decide to upgrade one of the Beastmen units to a Champion (for +1 point), which will add +1 to their assault value (since Beastmen have no ranged attack, the reduction in Range for having the assault ability has no effect!). Together, the Beastmen and Cultists cost 42 points.

Other Information

In total, the Cultists of Octavius cost $40+42=82$ points, making them the cheapest detachment in the army. The morale value of the Cult is 2 ($82/50$ rounding up and they will be reduced to half strength once they have lost 4 units. The Cult of Octavius is pretty slow though, with a basic Reserve Speed of 10cm.

In total the Blood Reavers are worth $309+182+109+83+82=765$ points.

USING THE BLOOD REAVERS

With half the army in the Berzerker and Daemon detachments, it is important to close in on the enemy as soon as possible and start making

assaults. Each of the detachments is fairly small and so it is important that you combine their efforts on the battlefield. The Berzerkers in particular must be used carefully – their speed, compared to the Daemons, can mean they race ahead of the main army, straight into the teeth of the enemy's guns and assault troops! The Daemons can have difficulty getting across the battlefield into combat, which is where the Cult of Octavius comes in. Try to push forward with the Cult as fast as possible, Marching if necessary, to present them as a target to the enemy and to harass the end of their battleline. While this diverts the enemy's attention, get stuck in with the Harbingers of Anarchy, Dread Servants and the Doomswords.

When you attack with these detachments, make sure the Berzerkers and Bloodletters in particular get into contact with the enemy. This is because these units have the rampage special ability, which allows you to roll two dice when rolling for casualties. This means that even if you win by only a narrow margin, you can inflict horrendous casualties. Of course, there is a downside. If you lose the combat, troops with rampage cannot retreat and so are automatically destroyed – better make sure you win! Winning isn't as hard as it seems – Daemons and Berzerkers units have Assault 4 each, so getting them all into contact (along with Baldus Maim) will give you a massive 62 assault value! Add the fact that you have 4 units of

Plague Bearers and Daemonettes which are psykers and, unless you're fighting against a well-prepared Eldar or Tyranid detachment, you'll probably be getting the +1 assault bonus for having more psykers than the enemy. It is pretty essential for the two daemon detachments to work together except against really vulnerable foes, because they just don't have the strength to go toe-to-toe with a larger detachment. Generally it'll be best for the Bloodswords and the Daemons to work in combination, though they can take on small enemy detachments on their own, particularly vehicles, Guardians and Imperial Guard, who have a relatively low Assault value.



Adnezzar's Blood Reavers

There's nothing better for an assault than to make sure the target is softened up beforehand, with a couple of blast markers to reduce their defensive fire and to give your assault troops bonuses in the assault. This is where the Corpsebringers come in. As mentioned briefly in their description, the Corpsebringers can use their transport vehicles to race across the battlefield and take up a good firing position. From here they can settle onto Overwatch and lay down a barrage of fire from the Land Raider (use it to take out commanders, support tanks and other units which will prove useful in the assault), Predators and Noise Marines. The Corpsebringers are a good defensive formation against fast, fragile armies like Eldar, where they can provide a deterrent against enemy attacks against one side of your line, forcing the enemy to combat your Daemons and Berzerkers.

Although the Cult of Octavius is mainly a diversion, they can prove handy reinforcements in a firefight or assault if one of your main assault detachments gets caught on its own – if nothing else, having an extra 8 units, each adding +1 or +2 to your Assault value, never hurts.

CONQUERING THE GALAXY!

The Blood Reavers are quite a small force which give you plenty of opportunity for expansion and personalisation. To bring the army up to 1,000 points, you could take another set of the Chaos infantry plastic sprue to the existing detachments, adding extra units of Chaos Marines, Noise Marines, Daemons, Berzerkers and Cultists. In particular, the Dread Servants and Harbingers of Anarchy can do with being twice their current sizes, which will give them enough punch to act independently of each other. If you are feeling a bit creative, you can also add some vehicles to the Cultists, by using Imperial Guard tanks and modelling on Chaos spiky-bits, painting them with daubed slogans proclaiming the true Gods of Chaos and so on. Of particular use would be some Demolisher support tanks, to lend some really heavy firepower to a firefight or assault involving the Cultists.

Another option is to take one or two Chaos Armoured detachments. There are many types of Chaos Engines available from Games Workshop Mail Order, while more Land Raiders, Predators and Chaos Marines in Rhinos would give you a swift and potent Chaos Space Marine Armoured detachment that could

take on the best enemy tanks and give them a good pounding. A good way of getting your Daemons across the battlefield in relative safety is to use the mighty Plague Tower of Nurgle to rumble slowly across the battlefield, shells bouncing off its armoured walls.

You may like to upgrade Adnezzar to a Warmaster as part of a Supreme Commander detachment, with a Terminator bodyguard, leaving the position of Lord of the Corpsebringers to someone else (possible Chabal Akra), or use a Chaos Terminator as Supreme Commander to change the army to a Black Crusade led by the dread-inspiring Abaddon, Warmaster of the Black Legion! There are many, many strategies you can pursue from this starting point, and by playing a few games you will learn which you find the most successful and appealing.

May Terror be your partner, Misery your consort, Death your servant. Let the souls of the misguided pave your path to glory!



DETACHMENT NAME THE CORPSEBRINGERS
DETACHMENT TYPE CHAOS SPACE MARINES
PSYKER CHABAL AKRA – SORCERER
COMMANDER CHAOS LORD IN LANDRAIDER
COMMANDER
COMMANDER

POINT COST
35
85

RESERVE SPEED 20
HALF STRENGTH 7
MORALE VALUE 7
TOTAL POINT COST 309

DETACHMENT MAIN FORCE				POINT COST
1	2 X CHAOS SPACE MARINES IN RHINOS			37
2	1 X CHAOS SPACE MARINE UNIT IN A RHINO			22
3	2 X NOISE MARINE UNITS IN RHINOS			49
4				
5				
6				
7				
8				
9				
10				

DETACHMENT MAIN FORCE				POINT COST
1	CHAOS SPACE MARINE PREDATOR			27
2	CHAOS SPACE MARINE PREDATOR			27
3	CHAOS SPACE MARINE PREDATOR			27
4				
5				
6				
7				
8				
9				
10				

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
CHAOS LORD	10	30	1	3	5	RAPID FIRE, HERO
SORCERER	10	30	1	3	5	PSYKER, HERO, RAPID FIRE
CHAOS MARINE	10	30	1	3	5	RAPID FIRE
NOISE MARINE	10	30	1	3	5	STUBBORN, HEAVY WEAPONS

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
CHAOS PREDATOR	30	45	2	1	6	
RHINO	30	–	–	0	5	TRANSPORT (2)
LAND RAIDER	20	45	2 X AT	2	6	TRANSPORT (2), 2 X ANTI-TANK

DETACHMENT NAME CULT OF OCTAVIUS
DETACHMENT TYPE CHAOS CULTISTS
PSYKER
COMMANDER COVEN AND DEMAGAGUE
COMMANDER
COMMANDER

POINT COST
+25

RESERVE SPEED 10
HALF STRENGTH 4
MORALE VALUE 2
TOTAL POINT COST 82

DETACHMENT MAIN FORCE				POINT COST
1	3X CULTISTS UNITS			21
2	4 X BEASTMEN UNITS (1 CHAMPION)			21
3				
4				
5				
6				
7				
8				
9				
10				

DETACHMENT MAIN FORCE				POINT COST
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
DEMAGOGUE	10	30	1	1	3+	HERO
CULTISTS	10	30	1	1	3+	
BEASTMEN	10	–	–	2	4	
BEASTMEN CHAMP.	10	–	–	2	4	ASSAULT

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

WARHAMMER
EPIC 40,000

DETACHMENT NAME **THE DOOMSWORDS**

DETACHMENT TYPE **CHAOS SPACE MARINES**

PSYKER

COMMANDER **BALDUS MAIM - CHAOS LORD IN RHINO**

COMMANDER

COMMANDER

POINT COST

57

RESERVE SPEED	30
HALF STRENGTH	5
MORALE VALUE	4
TOTAL POINT COST	182

DETACHMENT MAIN FORCE

POINT COST

1	1 X BERZERKER TERMINATORS	21
2	1 X BERZERKER TERMINATORS IN LAND RAIDER	56
3	1 X BERZERKER UNIT IN RHINO	24
4	1 X BERZERKER UNIT IN RHINO	24
5		
6		
7		
8		
9		
10		

DETACHMENT MAIN FORCE

POINT COST

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
CHAOS LORD	10	30	1	3	5	RAPID FIRE, HERO
BERZERKER	10	30	1	3	5	ASSAULT, RAMPAGE
BERZERKER TERMINATOR	10	30	1	3	5	ASSAULT, RAMPAGE, SAVE
RHINO	30	-	-	0	5	TRANSPORT (2)

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

WARHAMMER
EPIC 40,000

DETACHMENT NAME **THE DREAD SERVANTS**

DETACHMENT TYPE **DAEMONS**

PSYKER

COMMANDER **DAEMONETTE UNIT**

COMMANDER

COMMANDER

POINT COST

+25

RESERVE SPEED	15
HALF STRENGTH	2
MORALE VALUE	2
TOTAL POINT COST	83

DETACHMENT MAIN FORCE

POINT COST

1	2X DAEMONETTE UNITS	30
2	2X FLAMER UNITS	28
3		
4		
5		
6		
7		
8		
9		
10		

DETACHMENT MAIN FORCE

POINT COST

1		
2		
3		
4		
5		
6		
7		
8		
9		
10		

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
DAEMONETTES	15	-	-	4	4+	SAVE, PSYKER
FLAMERS	15	-	-	4	4+	SAVE, JUMP PACKS

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES

DETACHMENT NAME **HARBINGERS OF ANARCHY**

DETACHMENT TYPE **DAEMONS**

PSYKER

COMMANDER **BLOODLETTERS UNIT**

COMMANDER

COMMANDER

POINT COST

+25

RESERVE SPEED **15**

HALF STRENGTH **3**

MORALE VALUE **3**

TOTAL POINT COST **109**

DETACHMENT MAIN FORCE

POINT COST

1 2X BLOODLETTERS, 2X FLESH HOUNDS **54**

2 2X PLAGUE BEARERS UNITS **30**

3

4

5

6

7

8

9

10

DETACHMENT MAIN FORCE

POINT COST

1

2

3

4

5

6

7

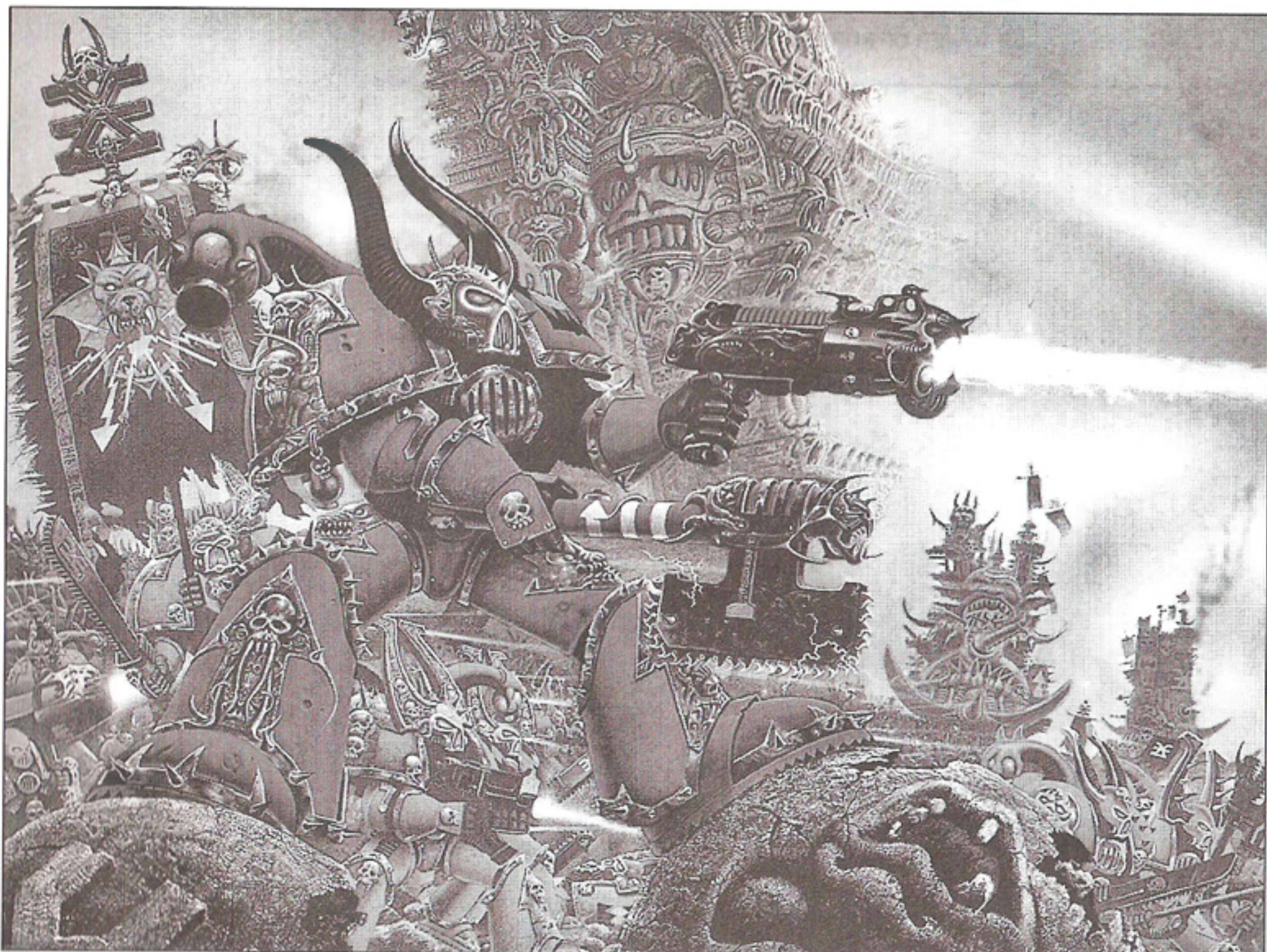
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9

10

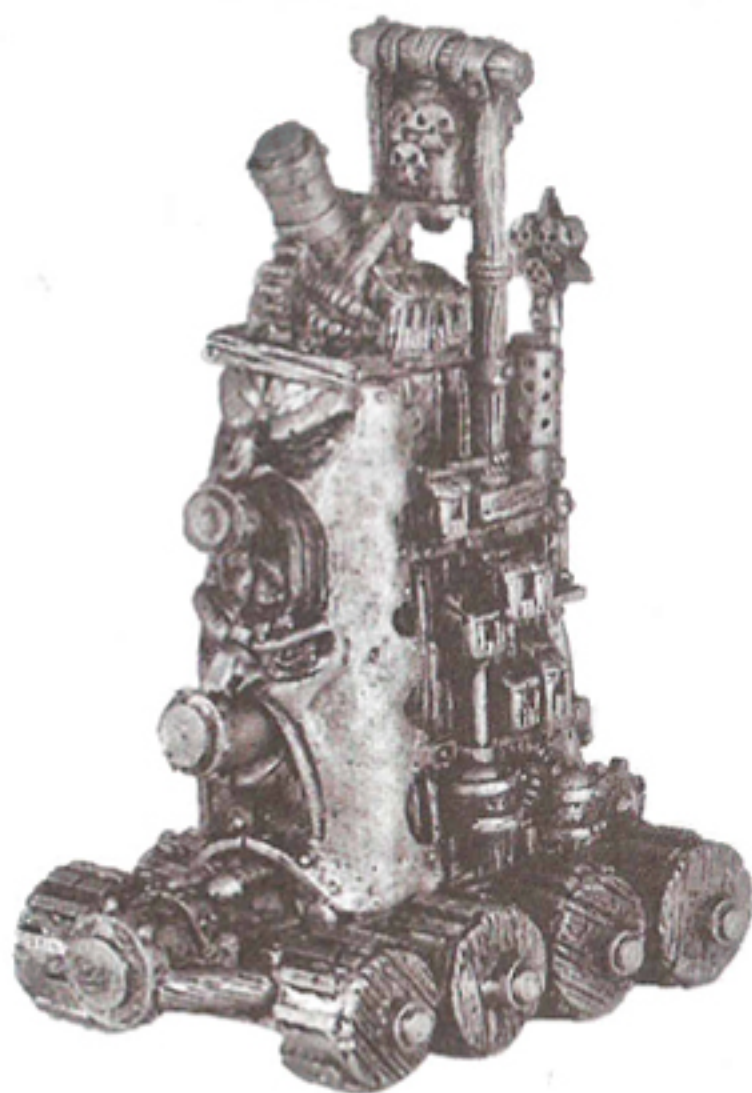
UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES
BLOODLETTERS	15	-	-	4	4+	SAVE, RAMPAGE
PLAGUEBEARERS	15	-	-	4	4+	SAVE, PSYKER
FLESH HOUNDS	15	-	-	4	4+	SAVE, CAVALRY

UNIT	SPEED	RANGE	FIRE POWER	ASSAULT	ARMOUR	NOTES



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NURGLE



COMPLETE PLAGUE TOWER OF NURGLE



GREAT UNCLEAN ONE 2
076501/16



COMPLETE CONTAGION OF NURGLE



MORTARION DAEMON PRIMARCH OF NURGLE
076501/20

TZEENTCH



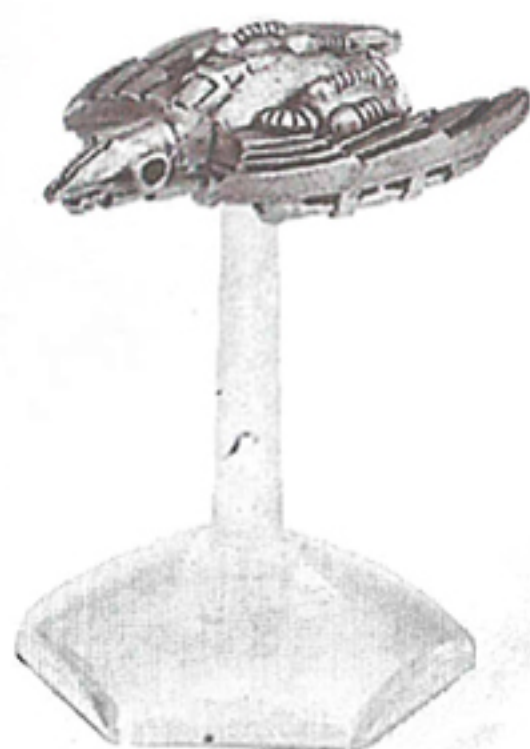
COMPLETE TZEENTCH FIRE LORD



BLOODTHIRSTER
076501/5



COMPLETE SILVER TOWER OF TZEENTCH



DOOM WING
076533/1

SLAANESH



KEEPER OF SECRETS
076501/11



KEEPER OF SECRETS 2
076501/15



**FULGRIM DAEMON PRIMARCH
OF SLAANESH**
076501/19



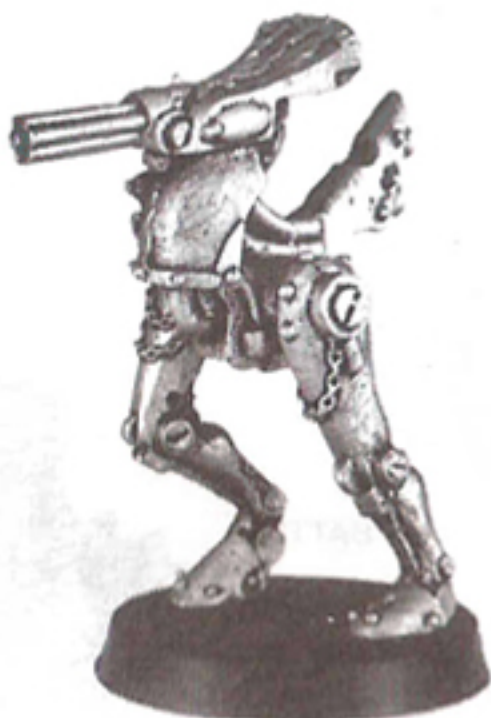
**COMPLETE SLAANESH
SUBJUGATOR**



**COMPLETE SLAANESH
HELL KNIGHT**



**COMPLETE SLAANESH
QUESTOR**



**COMPLETE SLAANESH
HELL SCOURGE**



**COMPLETE SLAANESH
HELL STRIDER**

KHORNE



BLOODTHIRSTER
076501/5



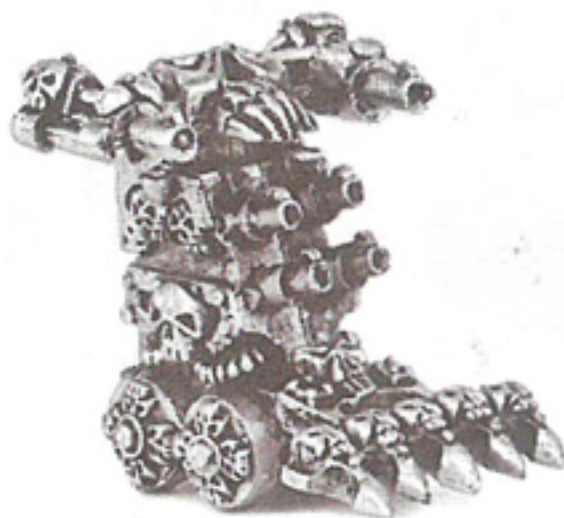
BLOODTHIRSTER 2
076501/17



ANGRON DAEMON PRIMARCH OF KHORNE
076501/21



COMPLETE DEATHDEALER



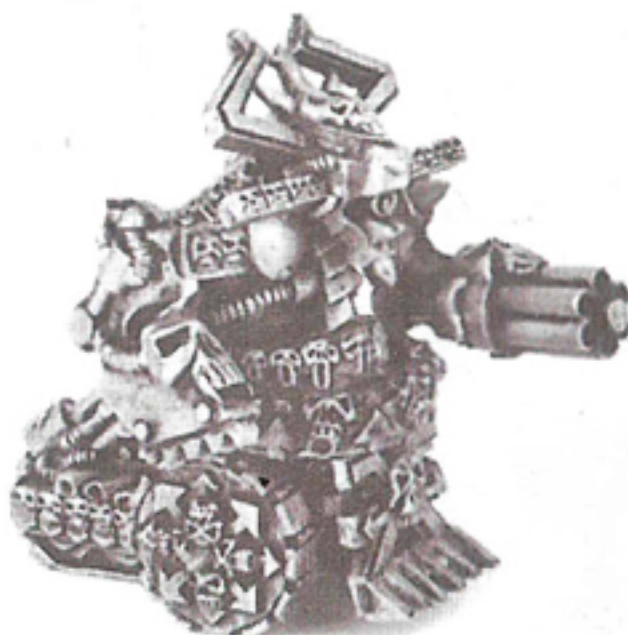
COMPLETE BLOOD REAPER



COMPLETE BLOOD REAPER



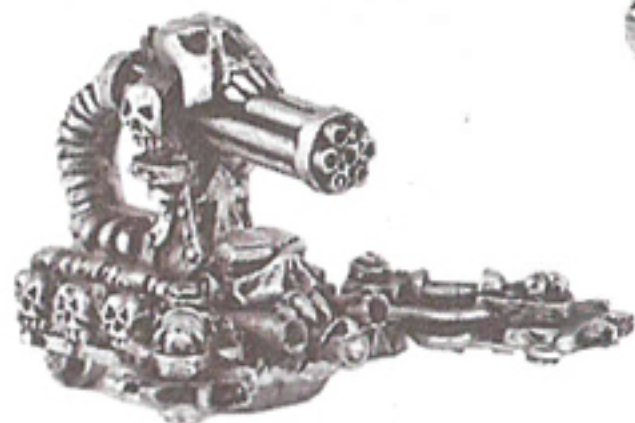
COMPLETE DOOM BLASTER



COMPLETE LORD OF BATTLE



CANNON OF KHORNE
76521/10



**COMPLETE BRASS
SCORPION**



**COMPLETE CAULDRON OF
BLOOD**